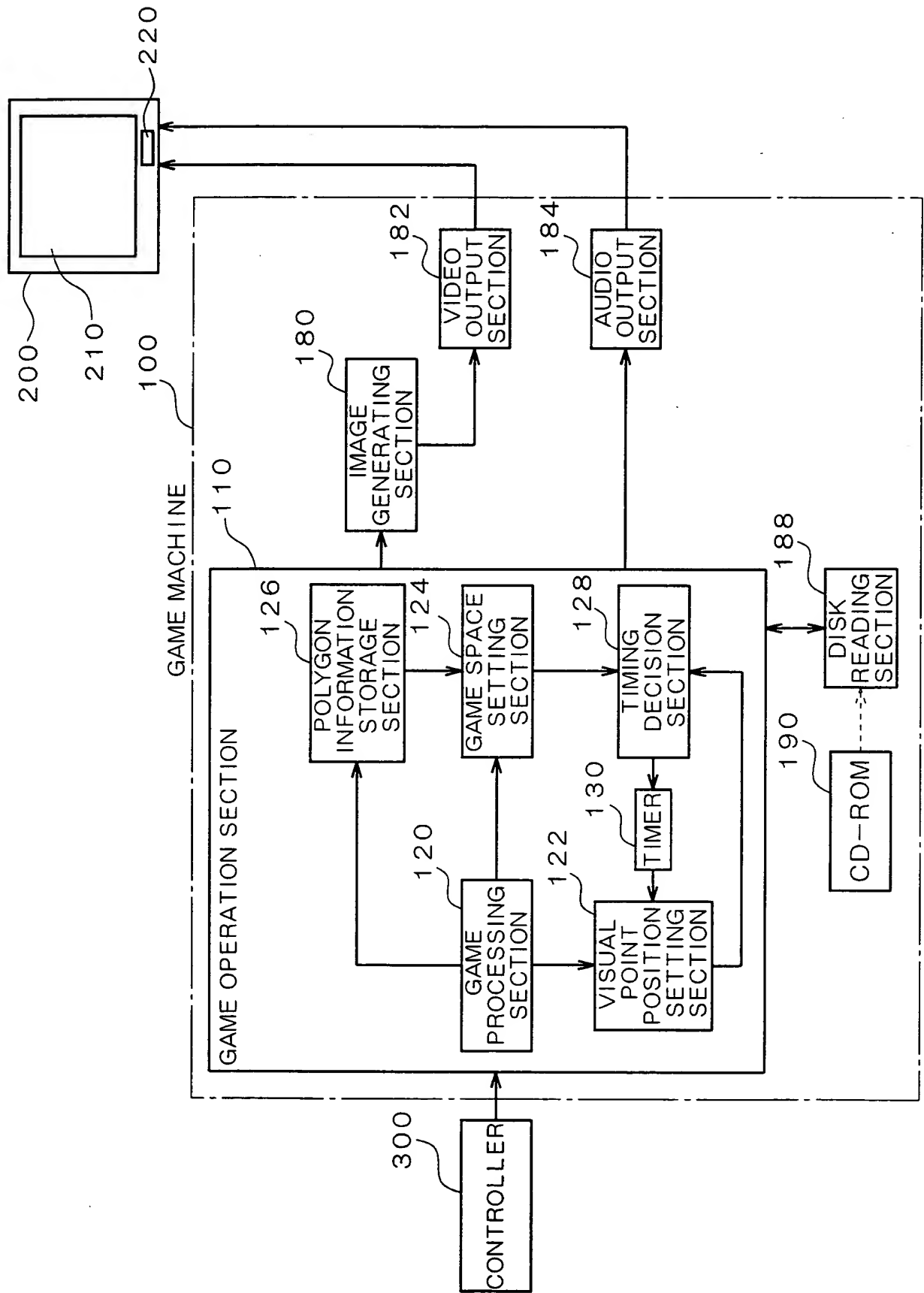
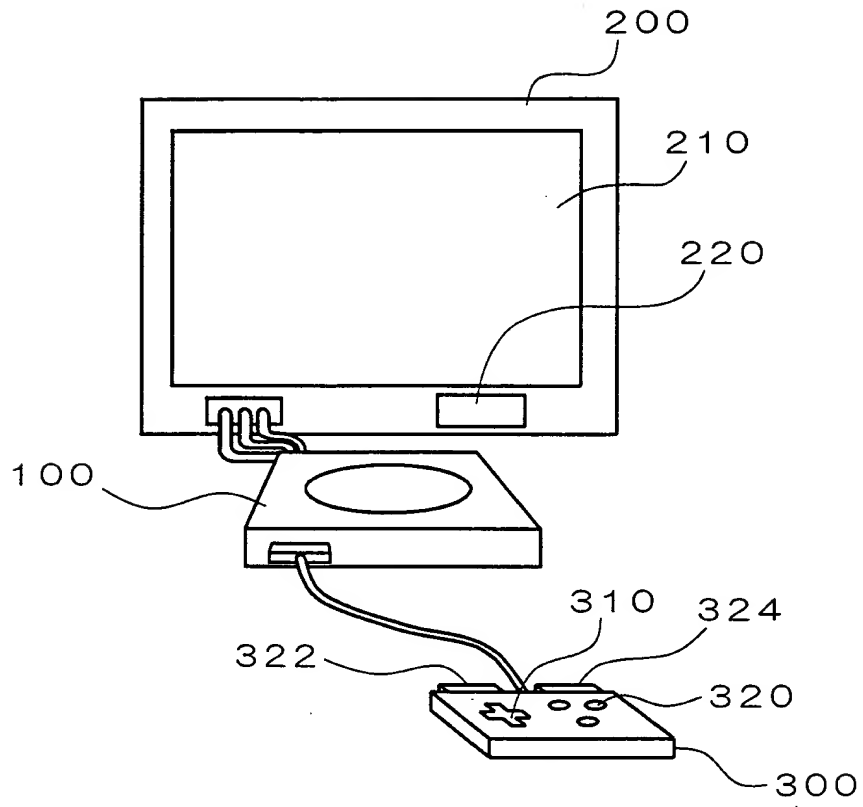


FIG. 1



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FIG. 2



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FIG. 3

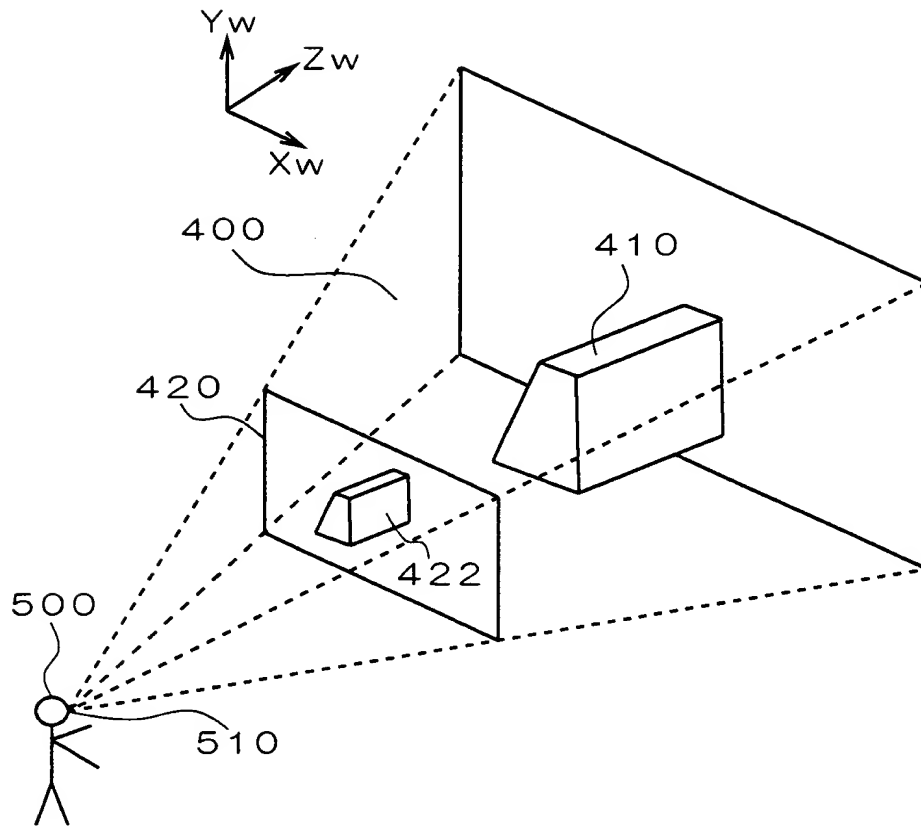
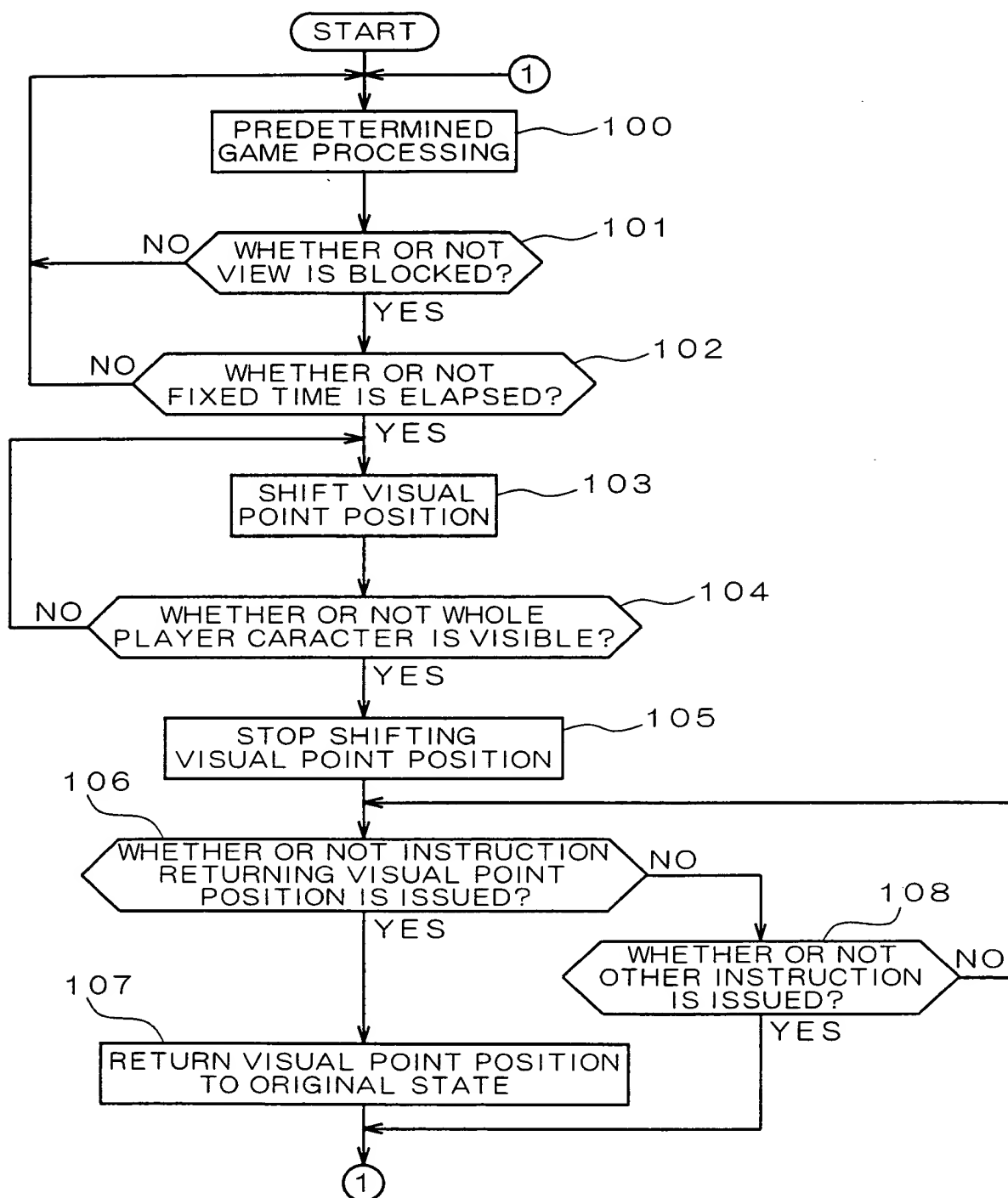


FIG. 3



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FIG. 5A

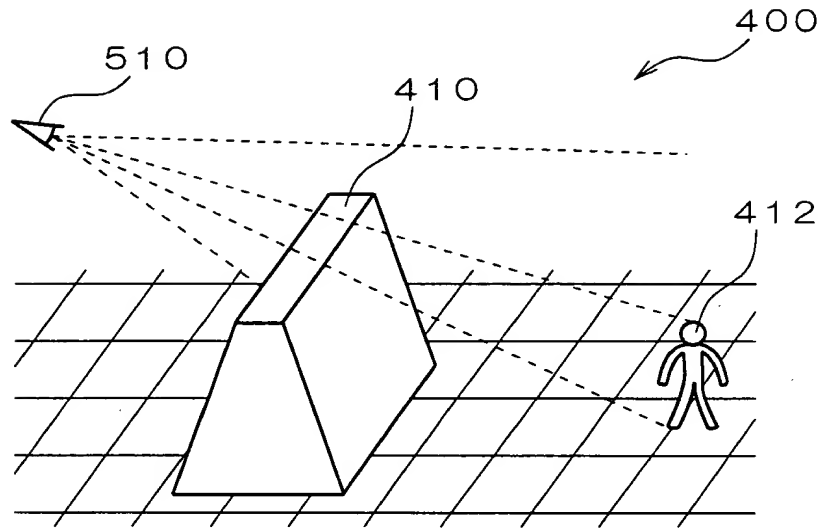
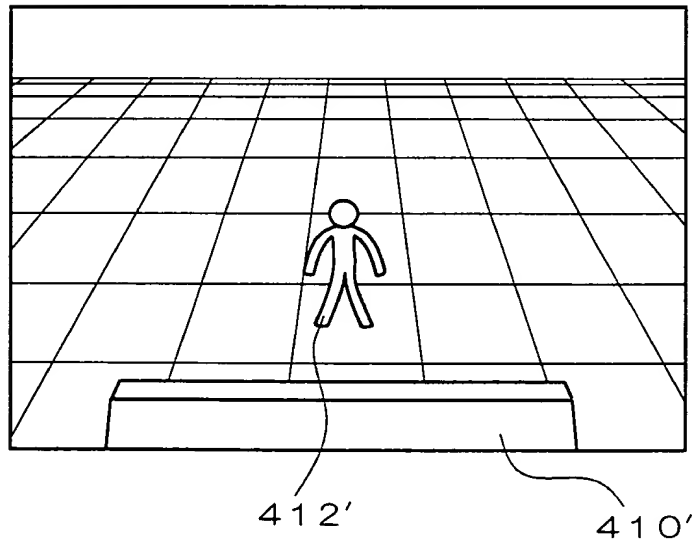


FIG. 5B



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FIG. 6A

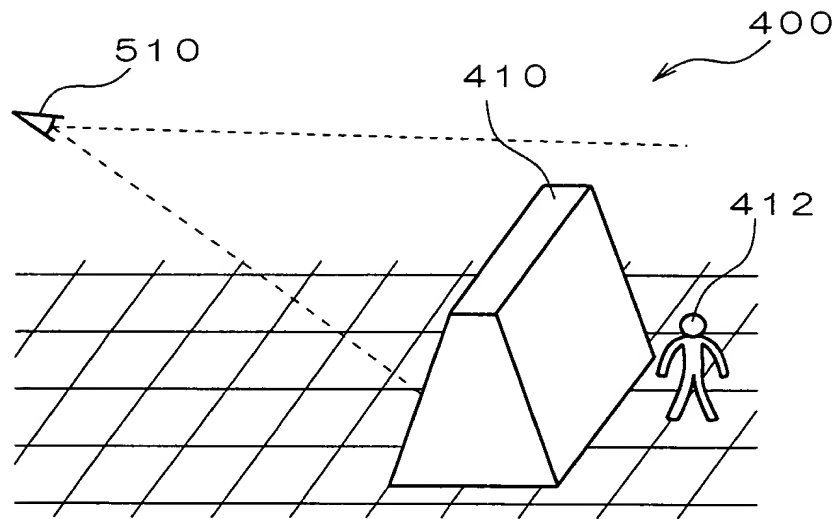
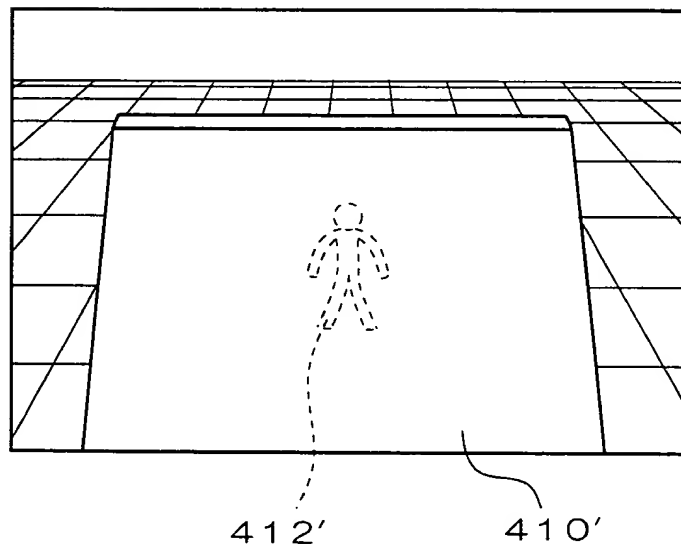


FIG. 6B



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FIG. 7

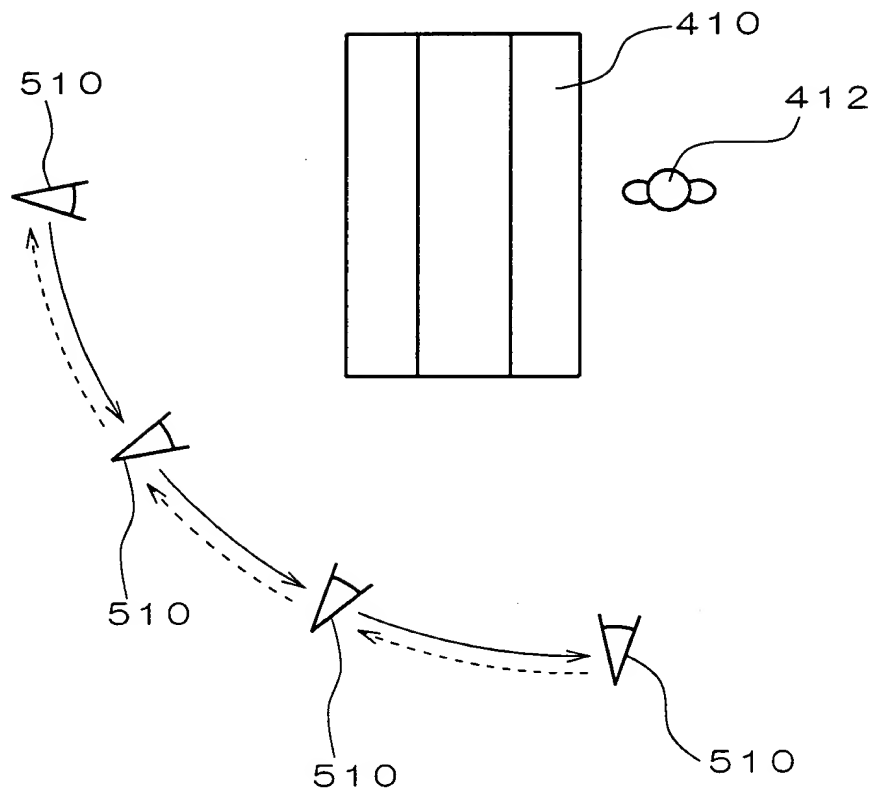


FIG. 7

FIG. 8A

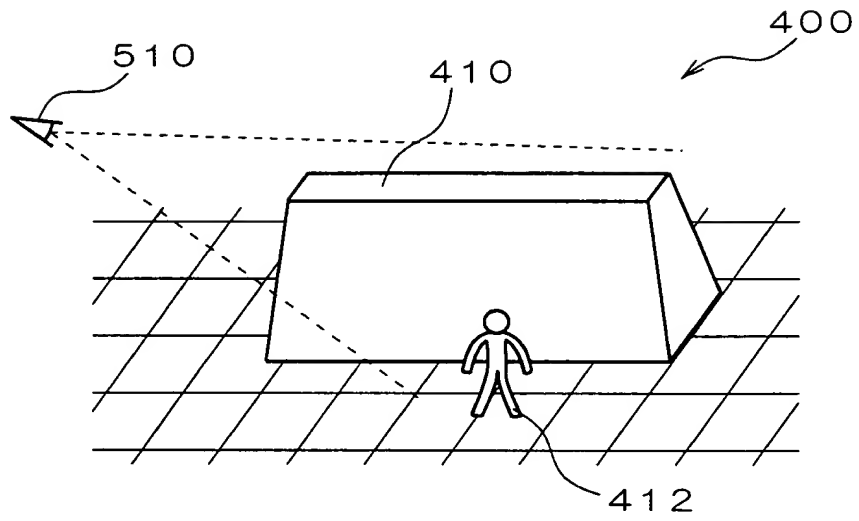


FIG. 8B

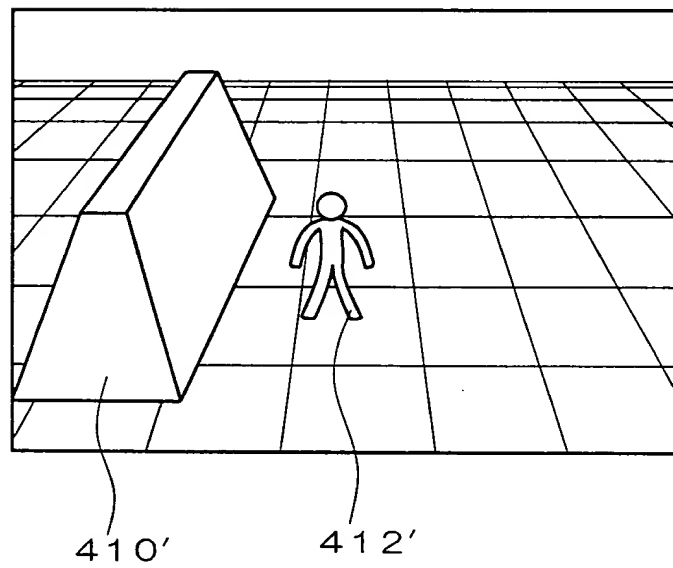


FIG. 9

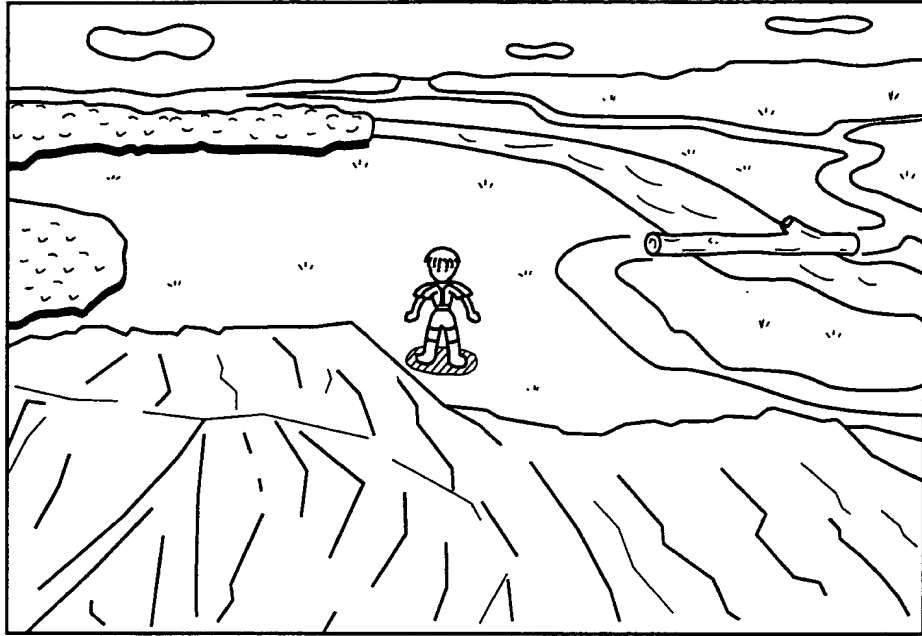
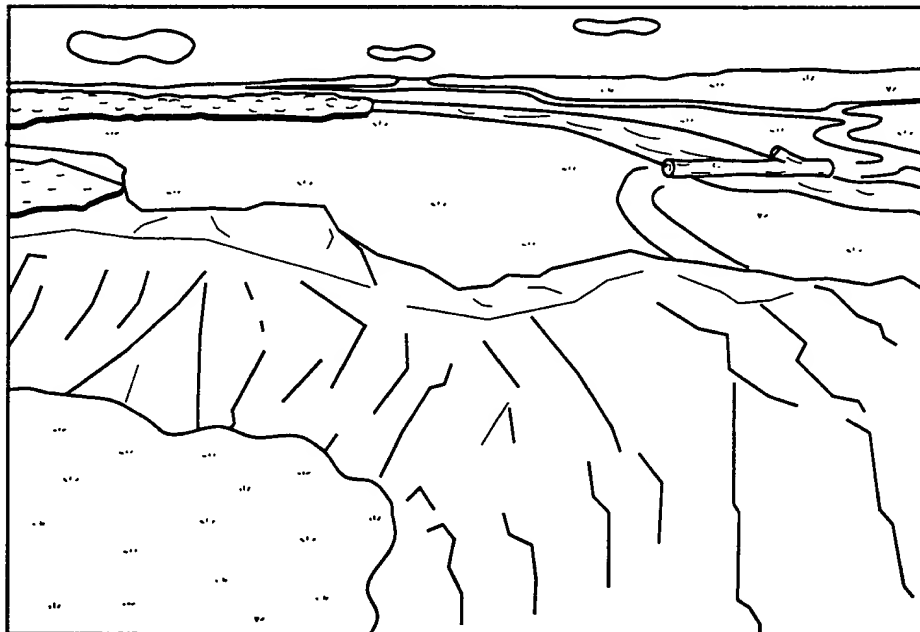


FIG. 10



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FIG. 11

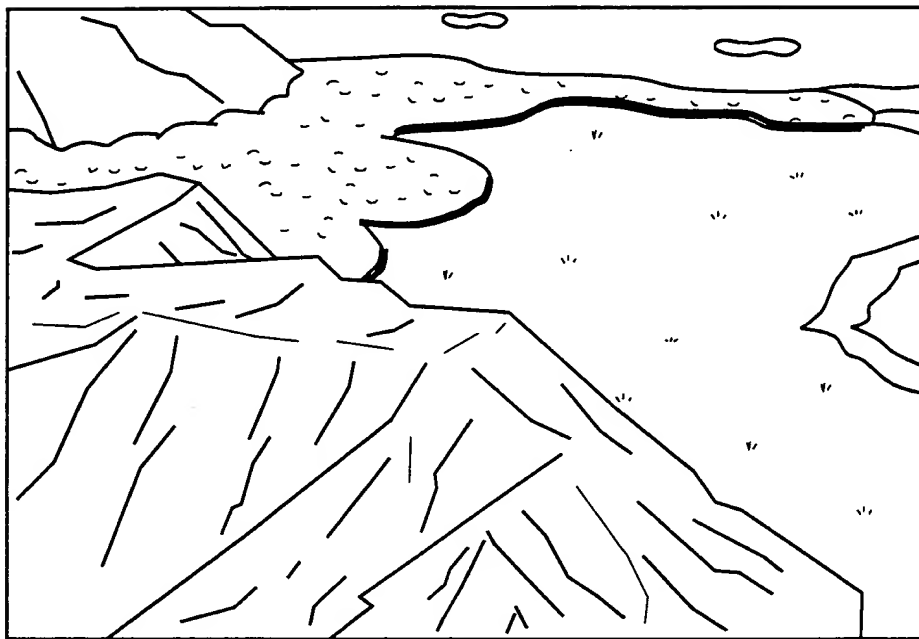
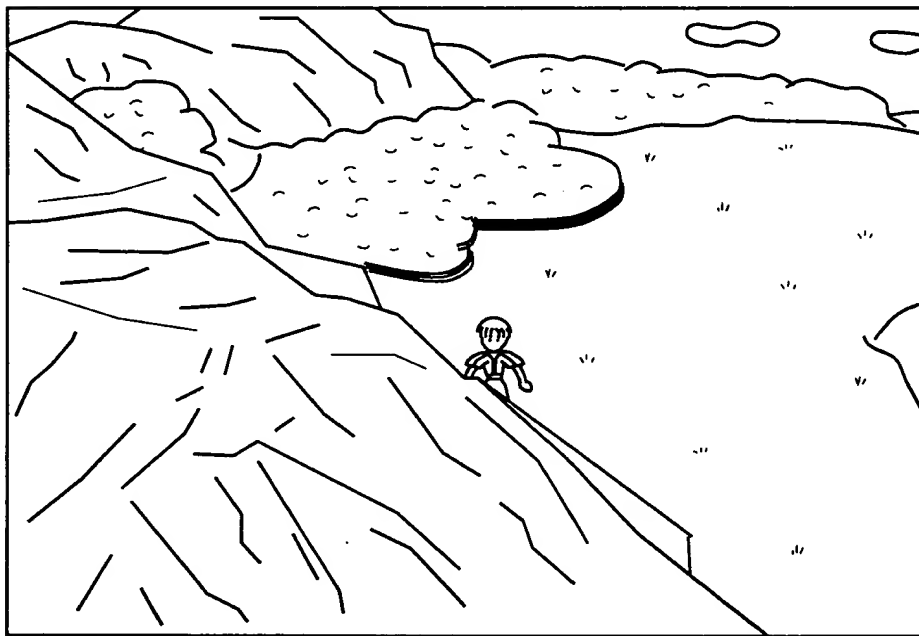
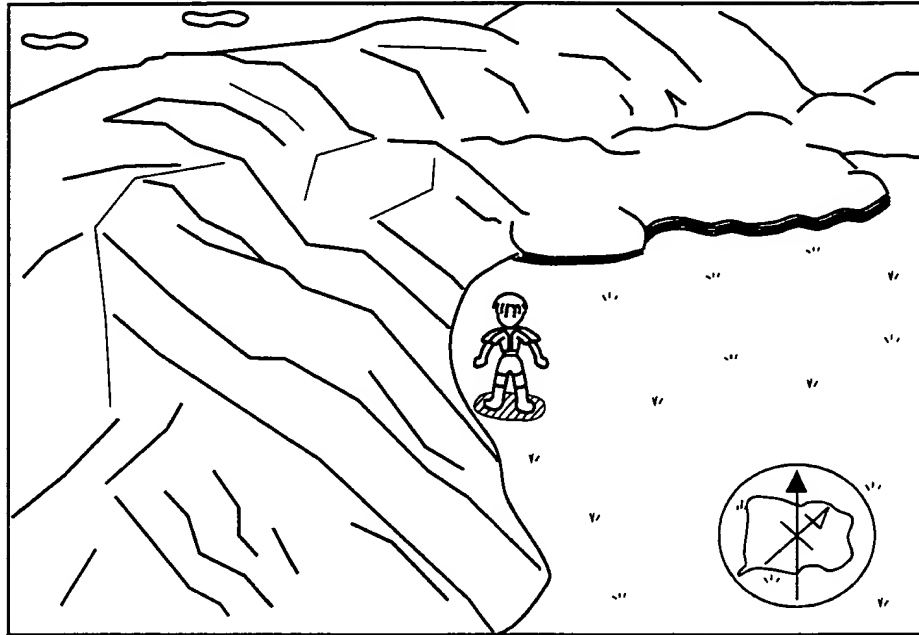


FIG. 12



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FIG. 13



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FIG. 14

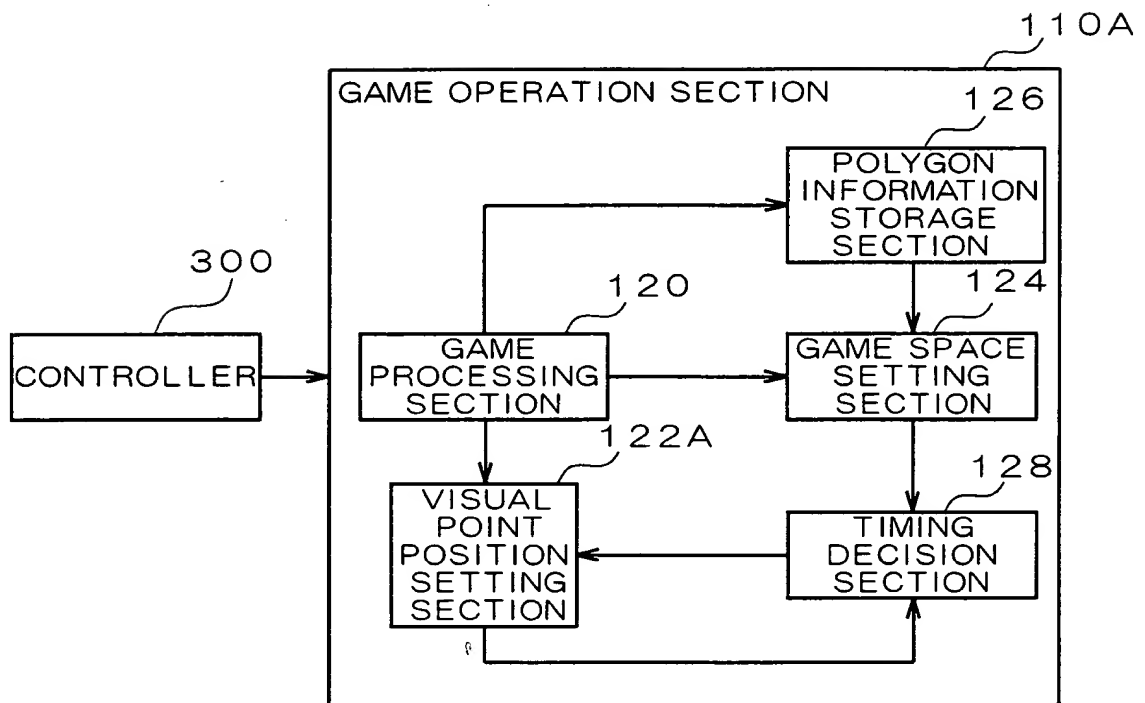
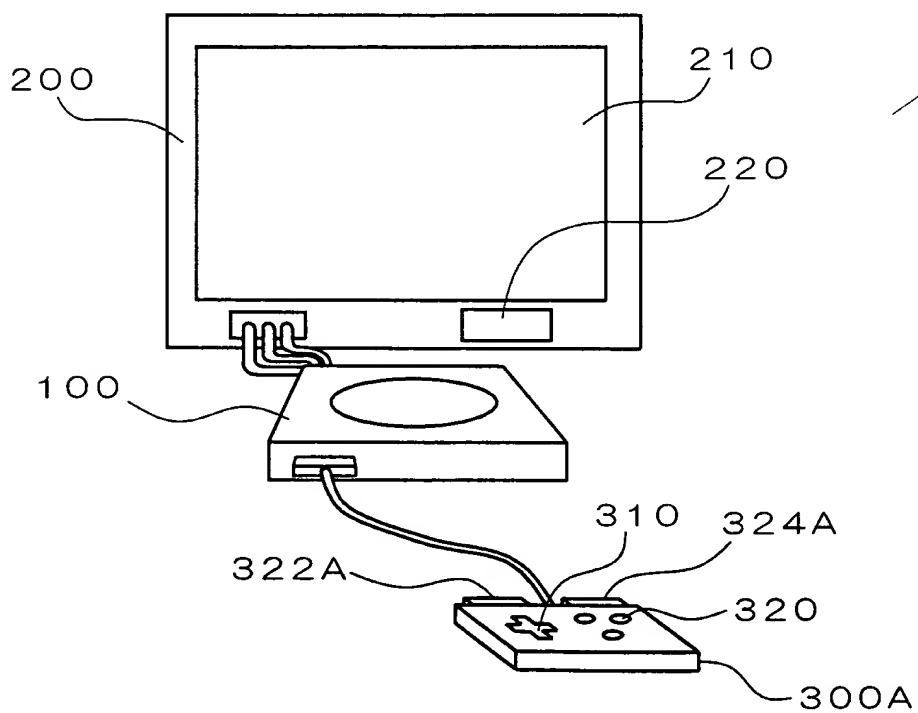
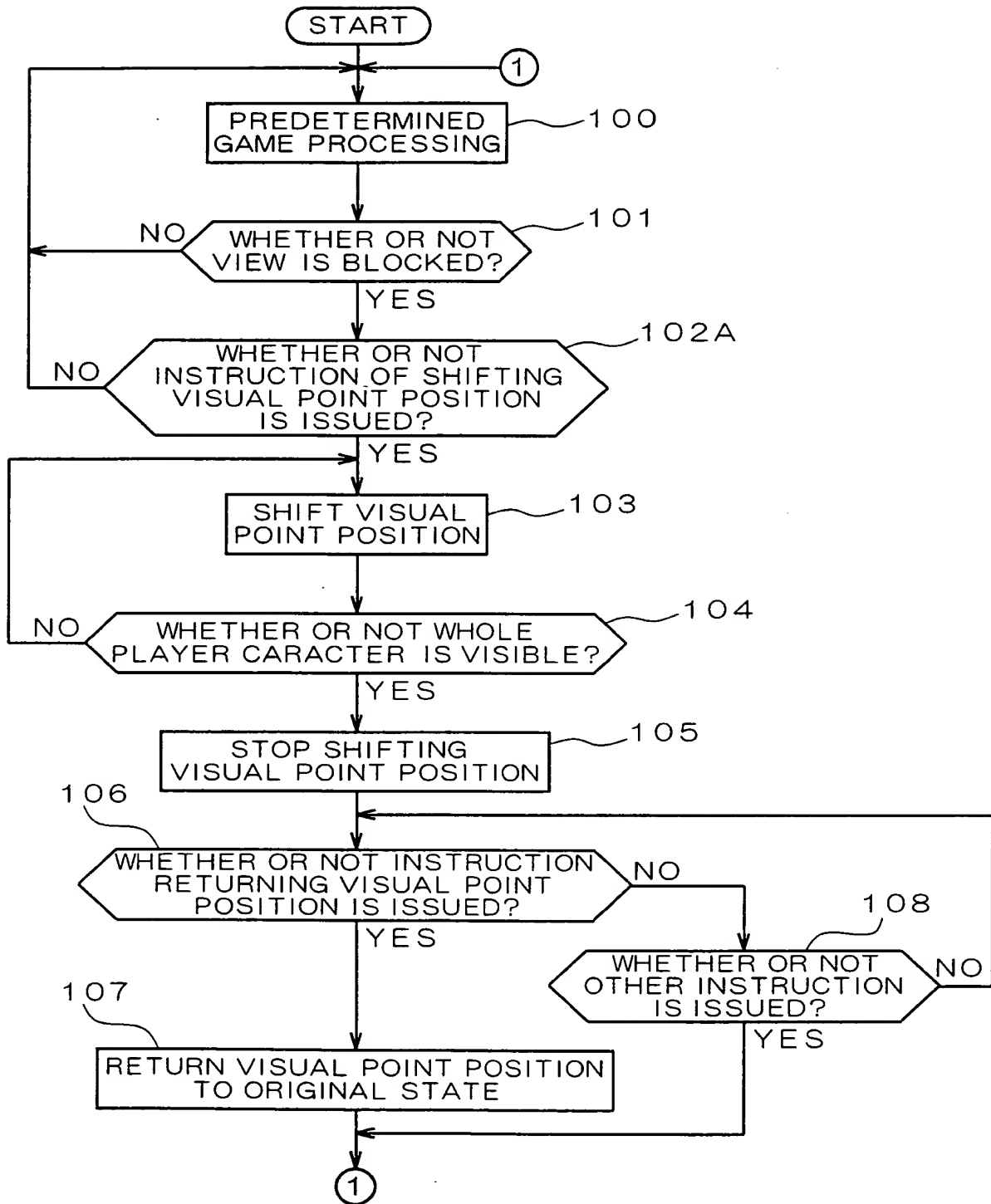


FIG. 15





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FIG. 17

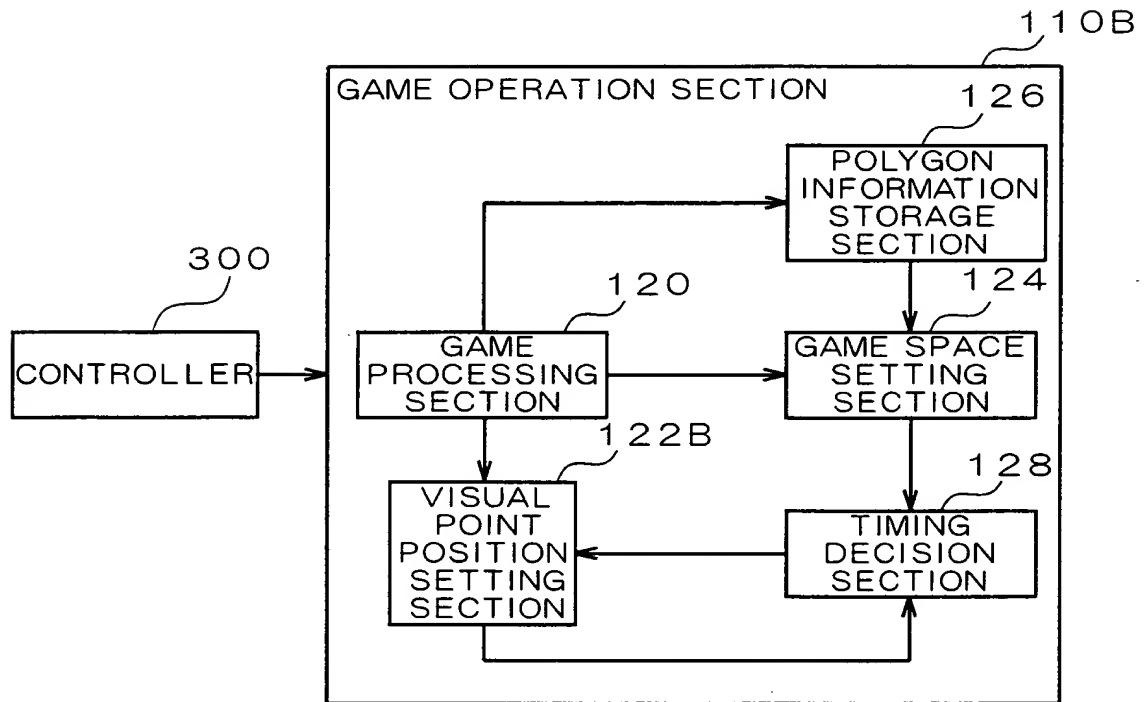
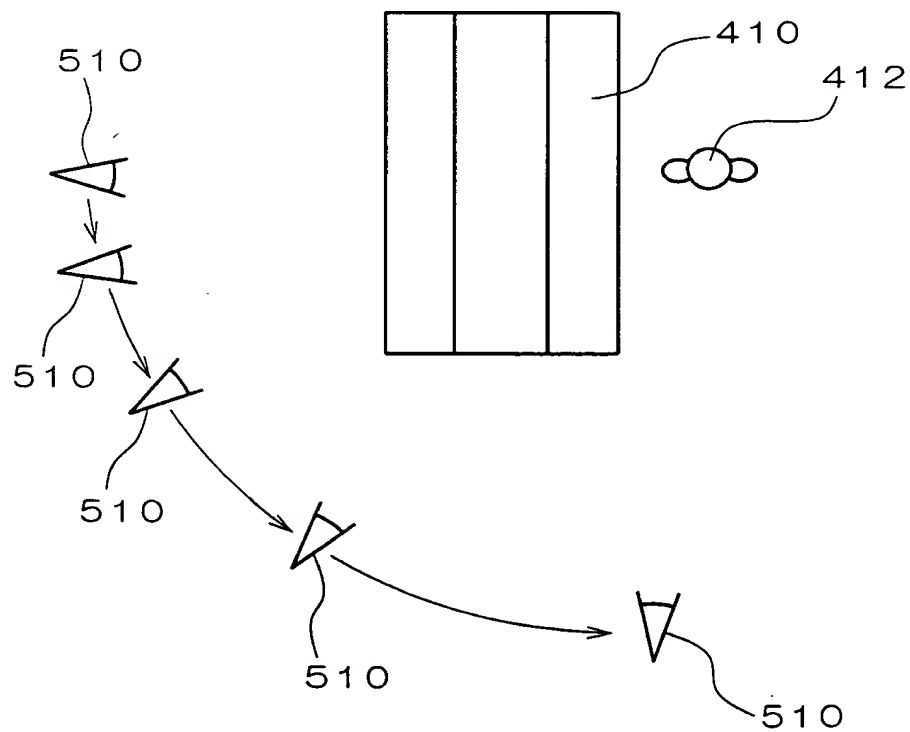
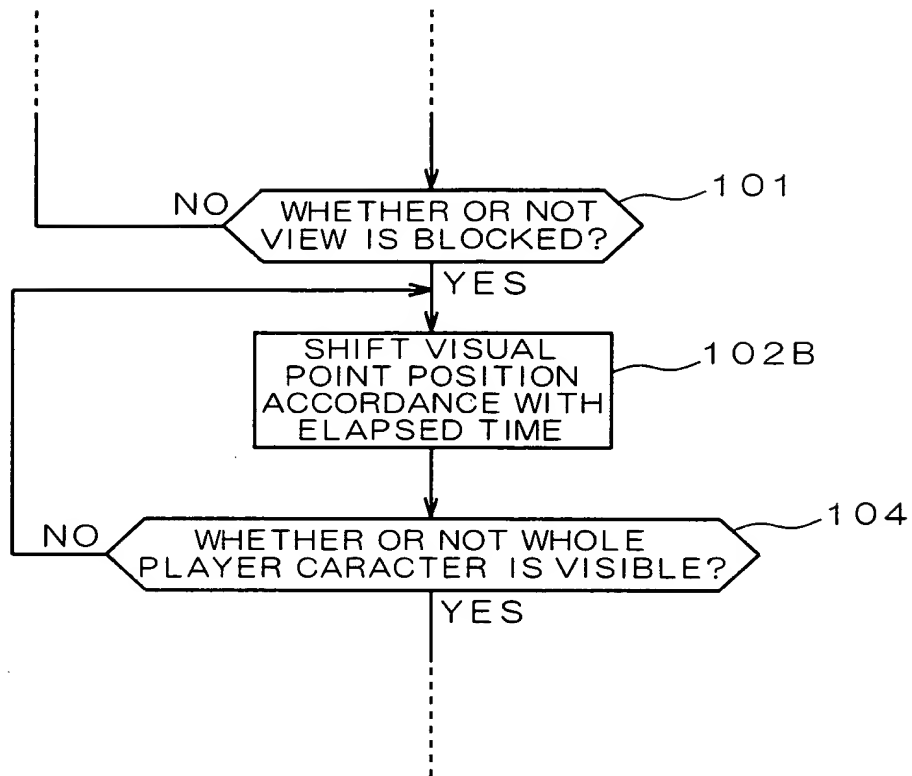


FIG. 18



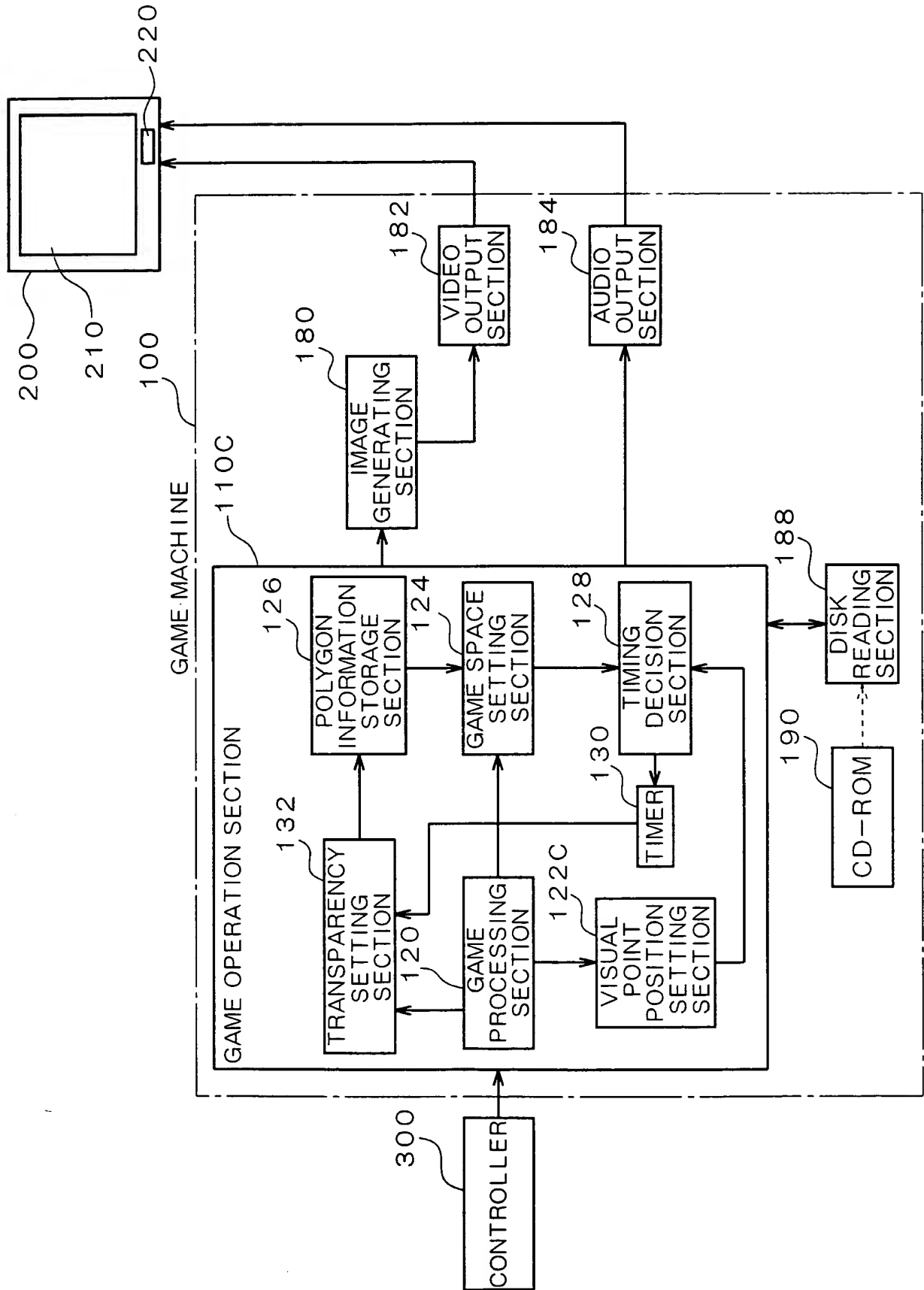
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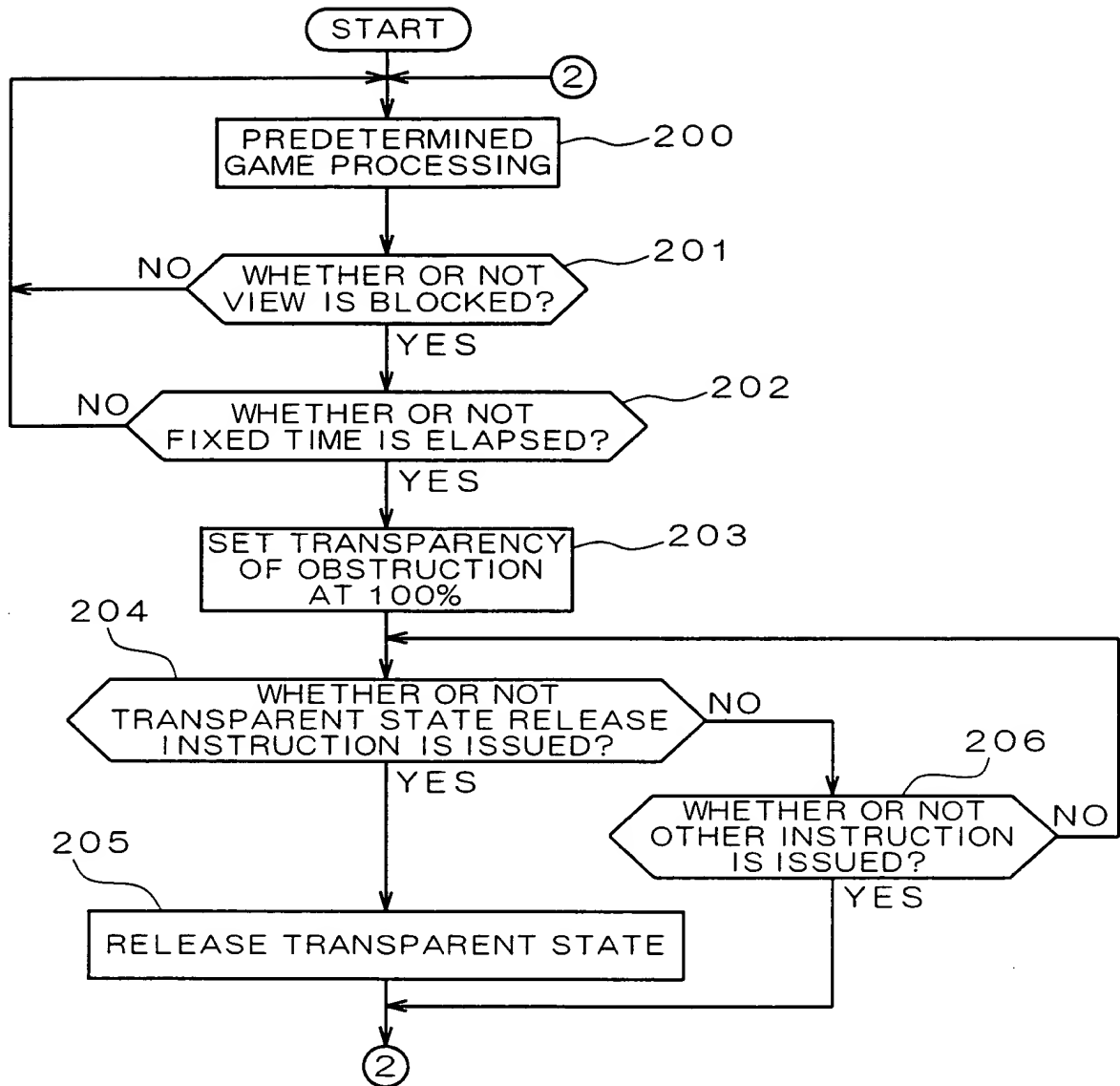
FIG. 19



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FIG. 20





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FIG. 22A

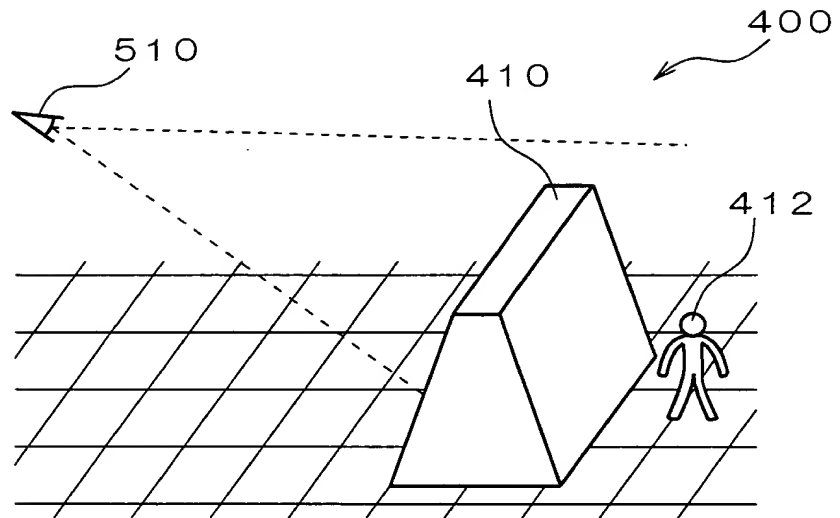
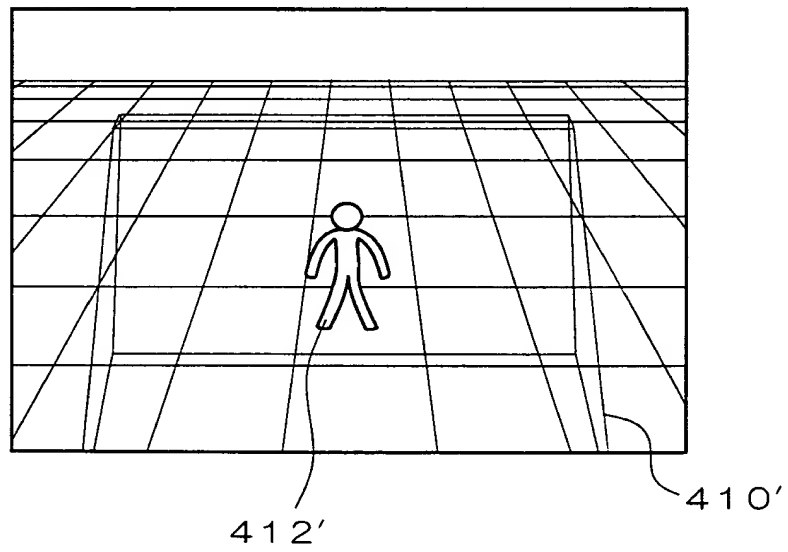


FIG. 22B



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FIG. 23

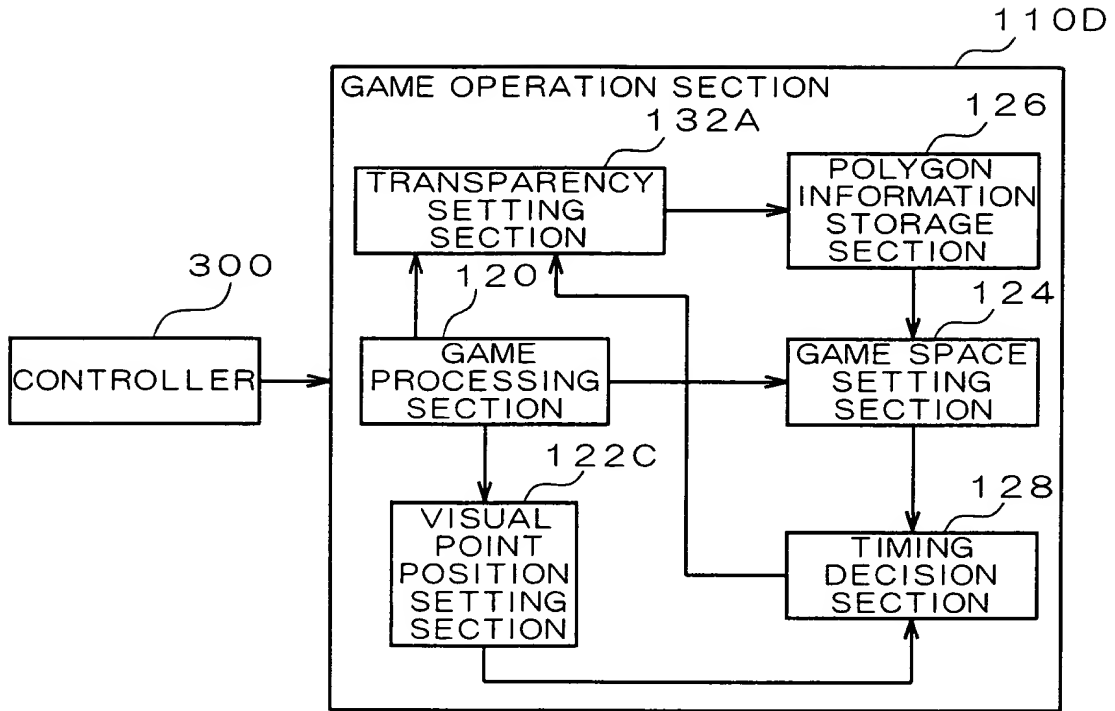
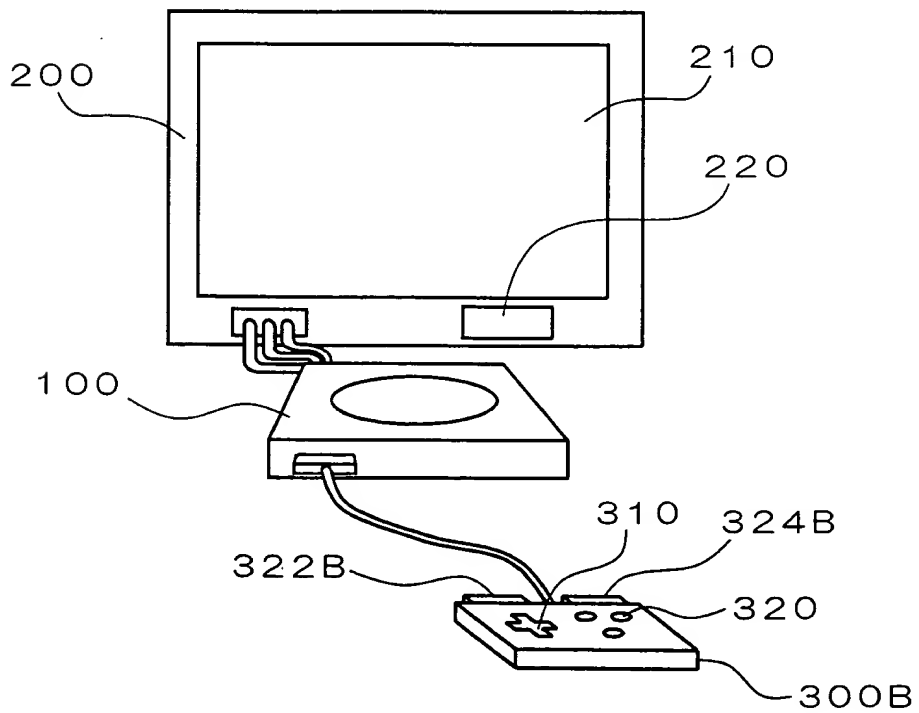
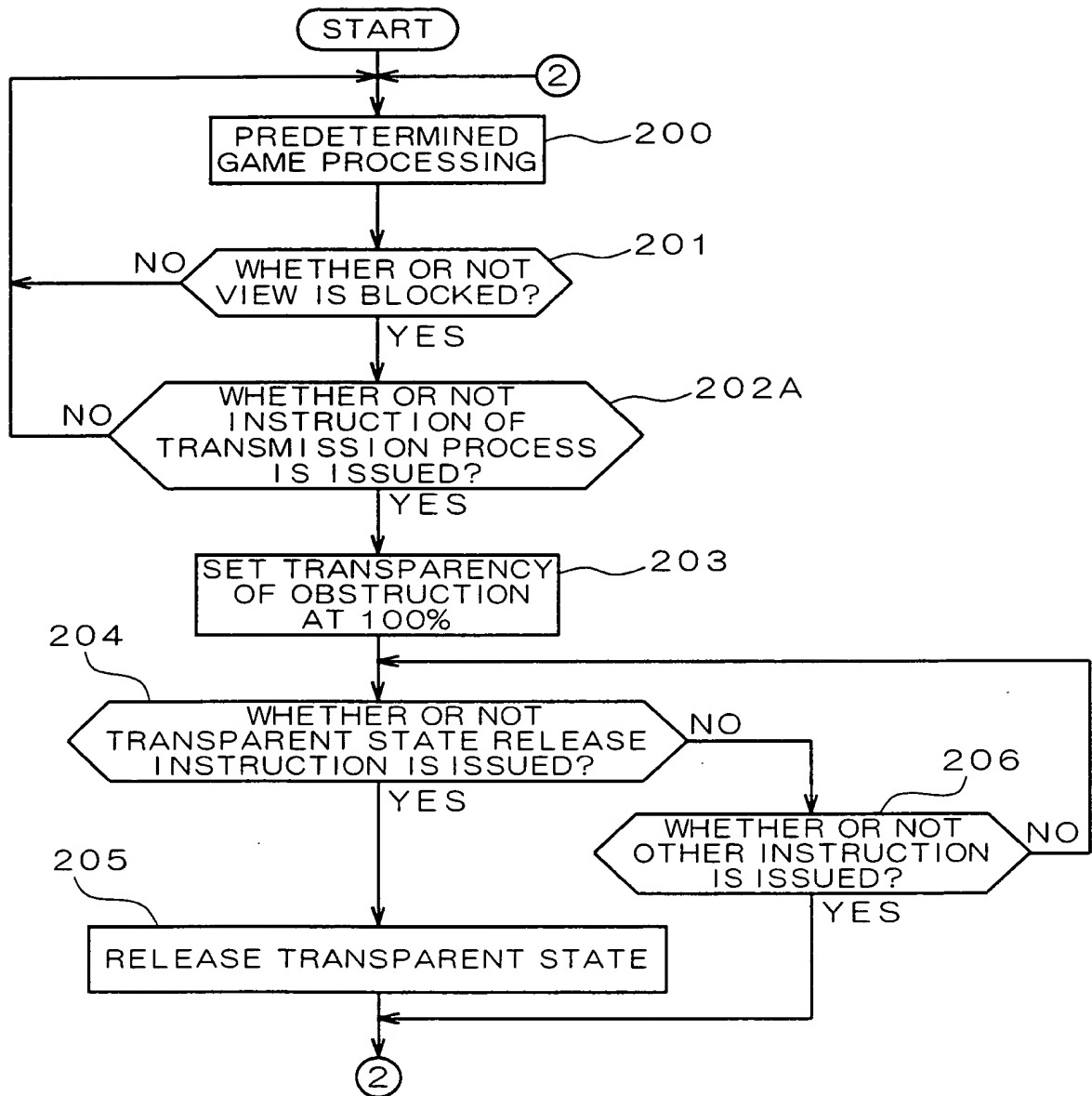


FIG. 24

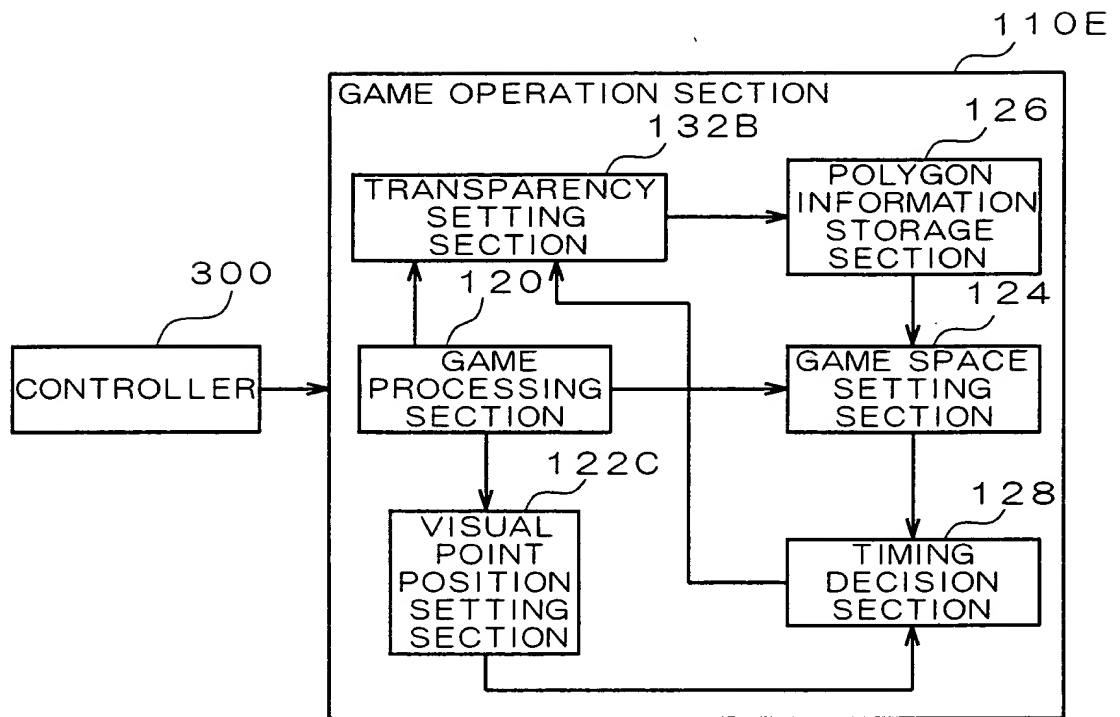


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FIG. 25



2025-03-20



GAME OPERATION SECTION

1 3 2 B

TRANSPARENCY SETTING SECTION

120

1520

POLYGON
INFORMATION
STORAGE
SECTION

	12
--	----

GAME SPAC

GAME
PROCESSING
SECTION

122

GAME SPACE SETTING SECTION

--	--

14

VISUAL
POINT
POSITION
SETTING
SECTION

--	--

TIMING DECISION SECTION

15 JULY 2004

CONTROLLER

300

120

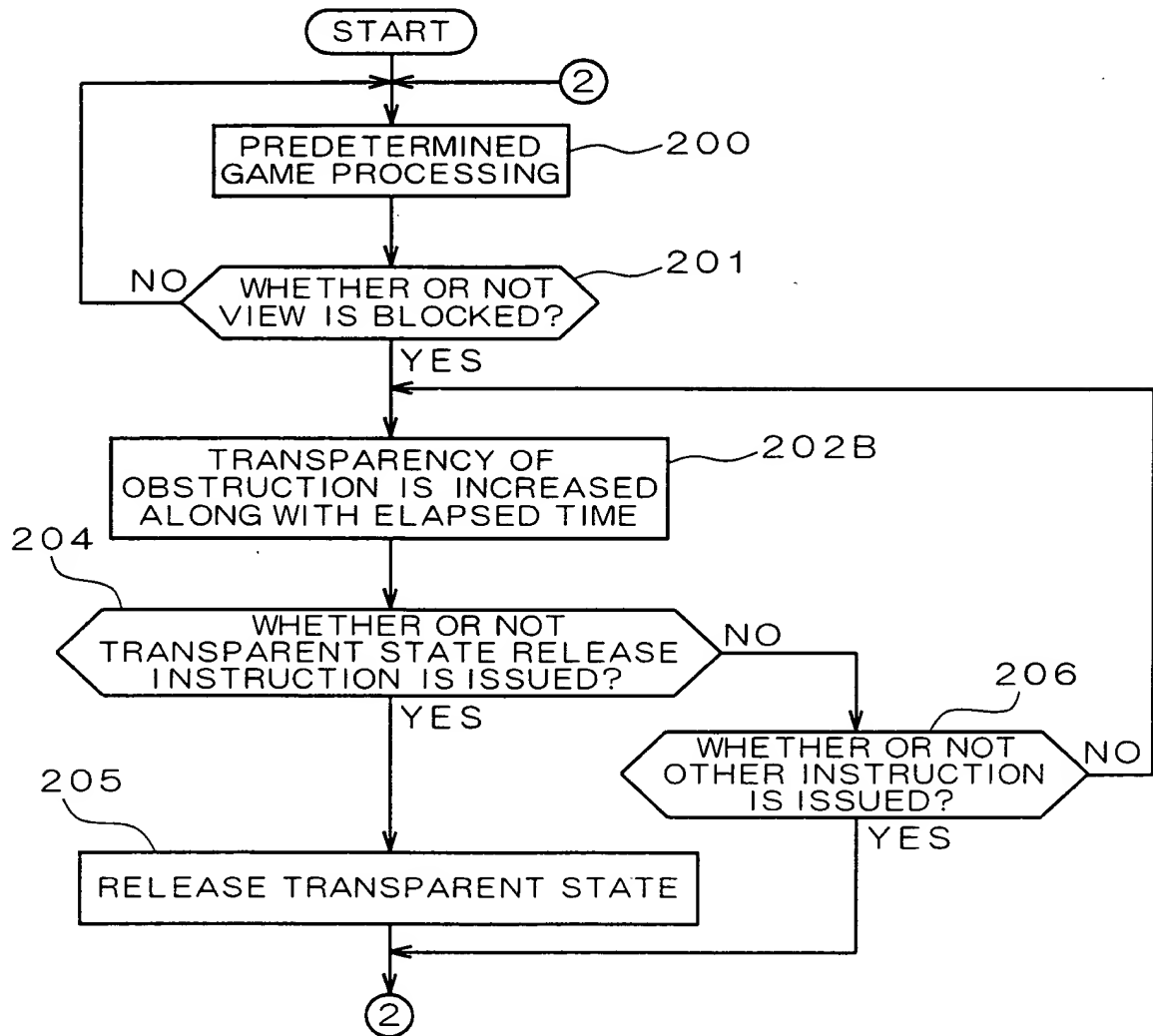
1 2 2 C

124

128

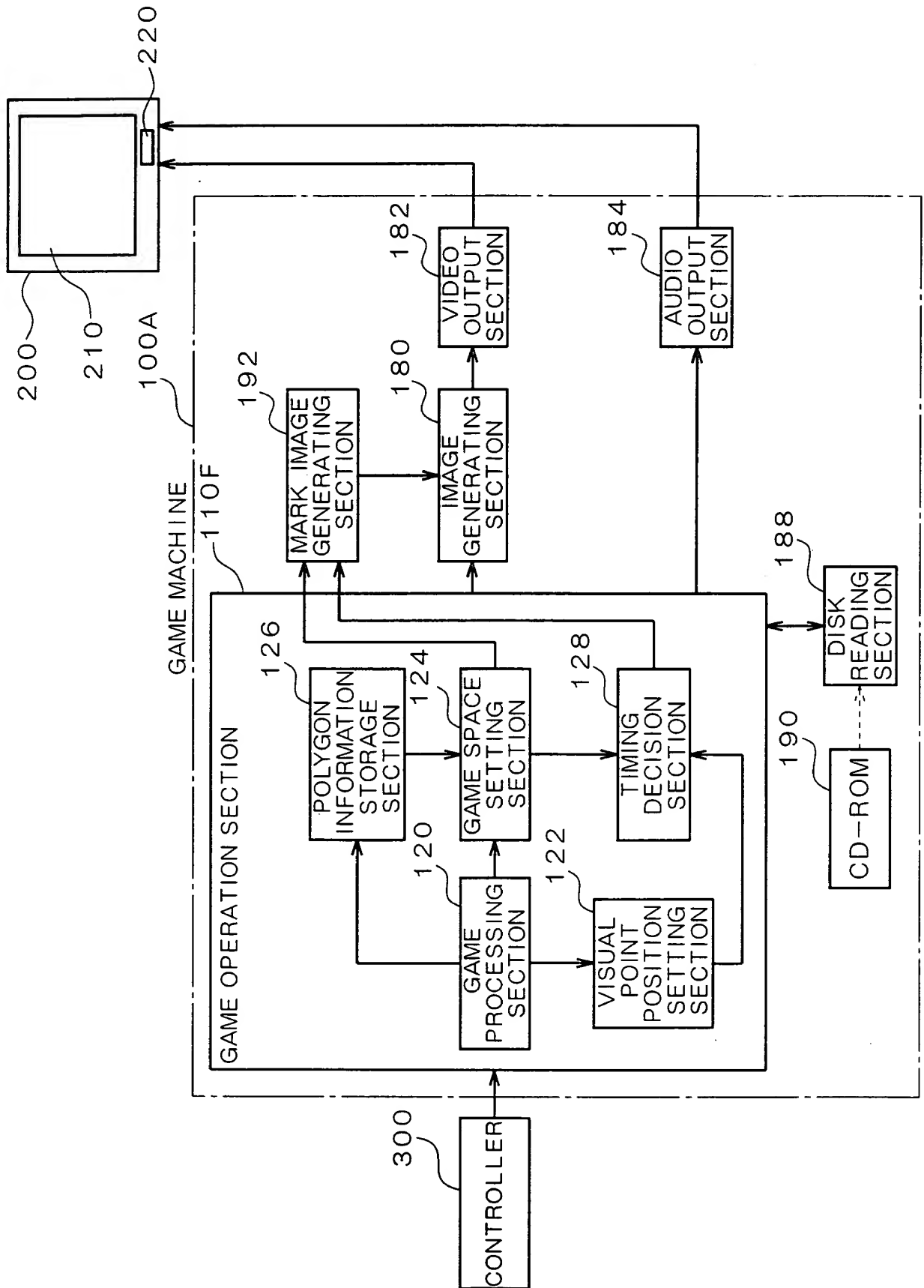
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FIG. 27



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FIG. 28



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FIG. 29A

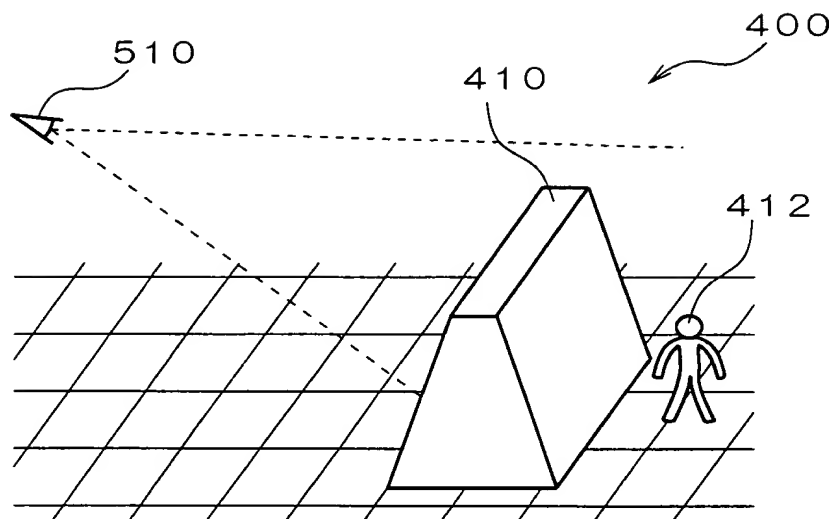
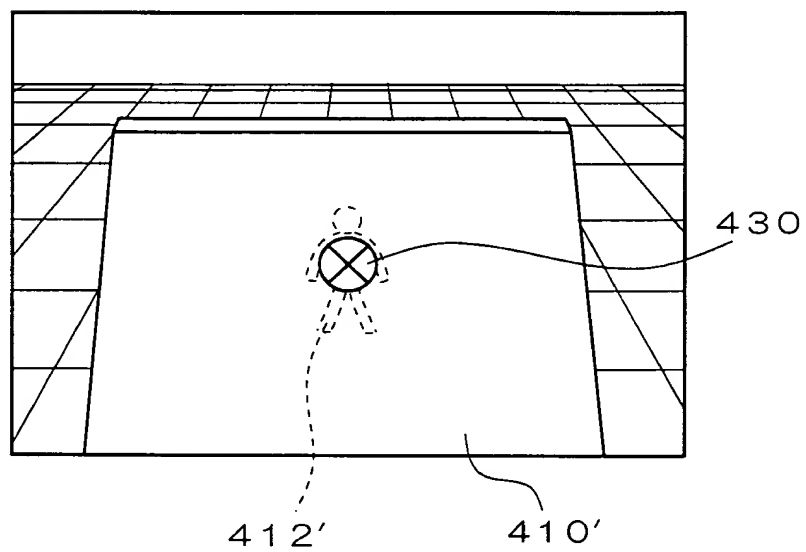


FIG. 29B



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FIG. 30

